

## Open-Source Software Practice

Lab 05. Node and JavaScript

TA: Jiwon Choi (최지원, jasonchoi3@g.skku.edu)
Interactive Data Computing Lab (IDCLab)
College of Computing and Informatics,
Sungkyunkwan University

### Goal



- Install Node.js
- Learn JavaScript Basics

## Install Node.js



- Install with Package (.exe, .pkg. deb ...)
  - https://nodejs.org/ko/download/

- Install with Package Manager
  - Homebrew (Mac)
    - brew install node
  - apt (Ubuntu, Debian)
    - curl -fsSL https://deb.nodesource.com/setup\_lts.x
    - sudo -E bash sudo apt-get install -y nodejs

### **Installation Check**



```
(base) x jasonchoi3 ~ node -v
v18.0.0
(base) jasonchoi3 ~ npm -v
8.12.1
(base) jasonchoi3 ~
```

### Execute JavaScript Commands & Files with Node.js



• ossp.js

```
console.log("Hello World!")
```

- (test) jasonchoi3 ~ node ossp.js Hello World!
- o (test) jasonchoi3 ~ node
  Welcome to Node.js v18.0.0.
  Type ".help" for more information.
  > console.log("Hello World!")
  Hello World!
  undefined
  >

### **Variables**



• Declare variables with let, const

```
let year = 1398;
let name = "SKKU";

const department = "Computer Science and Engineering";
const ids = [20220001, 20220002, 20220003, 20220004, 20220005];
```

- let vs const?
- var ?

## **Primitive Types**



Number, String, Boolean, undefined, null, and more...

- Primitive types are immutable!
  - Immutable: cannot be altered === cannot change

```
let string = "Sungkyunkwan University"
string[0] = "B" // Error
```

### **Operators**



- Arithmetic: +, -, \*, /, %, ++, --
- Assignment: =, +=, -=, \*=, /=, %=
- Comparison: ===, !==, >, <, >=, <=, ?
- Logical: &&, ||, !
- Bitwise: &, \, \, \, \, \, \, \, \, \>
- Type: typeof

#### Almost Same With C

# Type Conversion



How to Convert Type Explicitly?

```
typeof "123" // "string"
typeof Number("123") // "number"

typeof 123 // "number"
typeof String(123) // "string"

typeof (123).toString() // "string"
```

Apply operators on variables of the <u>same type</u>

### if statement



### if statement of C and JavaScript are same!

```
const university = "Sungkyunkwan University";
const a = 10;
const b = 20;
                                           if (university === "Sungkyunkwan University")
if (a > b){
   console.log("a is greater than b");
                                              console.log("Welcome to SKKU");
else if (a < b){
                                           else {
   console.log("a is less than b");
                                              console.log("You are not from SKKU");
else{
   console.log("a is equal to b");
```

### for statement



- JavaScript has three for statement!
  - for: Default for statement (C-like)
  - for..in: Iterates with indices (or key of object)
  - for..of: Iterates with elements

```
const arr = ["Open", "Source", "Software"]
for (let i=0; i<3; i++) console.log(i, arr[i]) // Not int i=0;
for (let idx in arr) console.log(idx) // 1 2 3
for (let val of arr) console.log(val) // Open Source Software</pre>
```

### while statement



- while statement of C and JavaScript are same!
- do..while also same.

```
let i = 0;
while (i < 3) {
    console.log(i);
    i++;
}</pre>
let i = 0;
do {
    console.log(i);
    i++;
}
i++;
}
while (i < 3);</pre>
```

## **Array Data Structure**



#### Declare Array

```
const a = ["Open", "Source", "Software", 1398, ["Linux", "Windows", "MacOS"]];
```

#### Array Length

```
a.length; // 5
```

### Typeof Array

```
typeof a // object
Array.isArray(a) // true
```

### **Object Data Structure**



```
const IDCLab = {
    director: {
        name: "Jaemin Jo"
    students: [
        { name: "John", id: 111 },
        { name: "Zoey", id: 112 },
        { name: "Chen", id: 113, graduated: true },
console.log(IDCLab.director)
console.log(IDCLab.director.name)
console.log(IDCLab.students)
console.log(IDCLab.students[0].name)
```

### **Object Data Structure**



Using Complex Data Structures

```
for (const student of IDCLab.students) {
   if (student.graduated) console.log(student.name + " graduated")
   else console.log(student.name + " is studying")
}
```

Everything in JavaScript Except Primitive Type is Object!

```
typeof [1,2,3] // "object"
typeof {a:1, b:2} // "object"
typeof function(){} // "function"...?
```

## **Object Quiz**



Object with const?

```
const IDCLab = {
    director : "Jaemin Jo"
}

IDCLab.director = "Jiwon Choi" // ?!?!?!
```

Key with Phrase?

```
const IDCLab = {
    director name : "Jaemin Jo", // ???
}
```

### **Function**



#### Ways to Declare Functions

```
function sum(a, b) {
    return a + b;
}

const sum = function (a, b) { return a, b };

const sum = (a, b) => { return a + b };

const sum = (a, b) => a + b;
```

# **Array Methods**



#### Destructive Methods VS Non-Destructive Methods

## **Array Methods**



#### Collective Operation Methods

```
const arr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];
console.log(arr.map((item) => item * 2));
console.log(arr.filter((item) => item % 2 === 0));
console.log(arr.forEach((item) => {console.log(item * 2)}));
console.log(arr.every((item) => item > 0));
console.log(arr.some((item) => item > 10));
```

# **Array Methods**



#### Method Chaining

```
const arr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];
arr.map(i => i * 2)
   .filter(i => i % 3 === 0)
   .forEach(i => console.log(i * i))
```

## **Summary Quiz**



Write function that multiplies the number property. (\* Hint: Use for..in loop or Object.entries())

```
let menu = {
    width: 200,
    height: 300,
    title: "My menu"
};

menu = {
    width: 600,
    height: 900,
    title: "My menu"
};
```

\* multiplyNumeric returns nothing. Just modify menu object.

### Homework Announcement



- JavaScript Practice (~10/21)
  - <a href="https://www.codecademy.com/learn/introduction-to-javascript">https://www.codecademy.com/learn/introduction-to-javascript</a>
  - Details are on the i-Campus

## Team Project Announcement



- Two or Three students are assigned to each team.
- Share your contacts (e.g., Phone number, Kakao talk ID) for your team project.
- You can check your teammates and send messages to share your contacts with teammates using i-Campus.